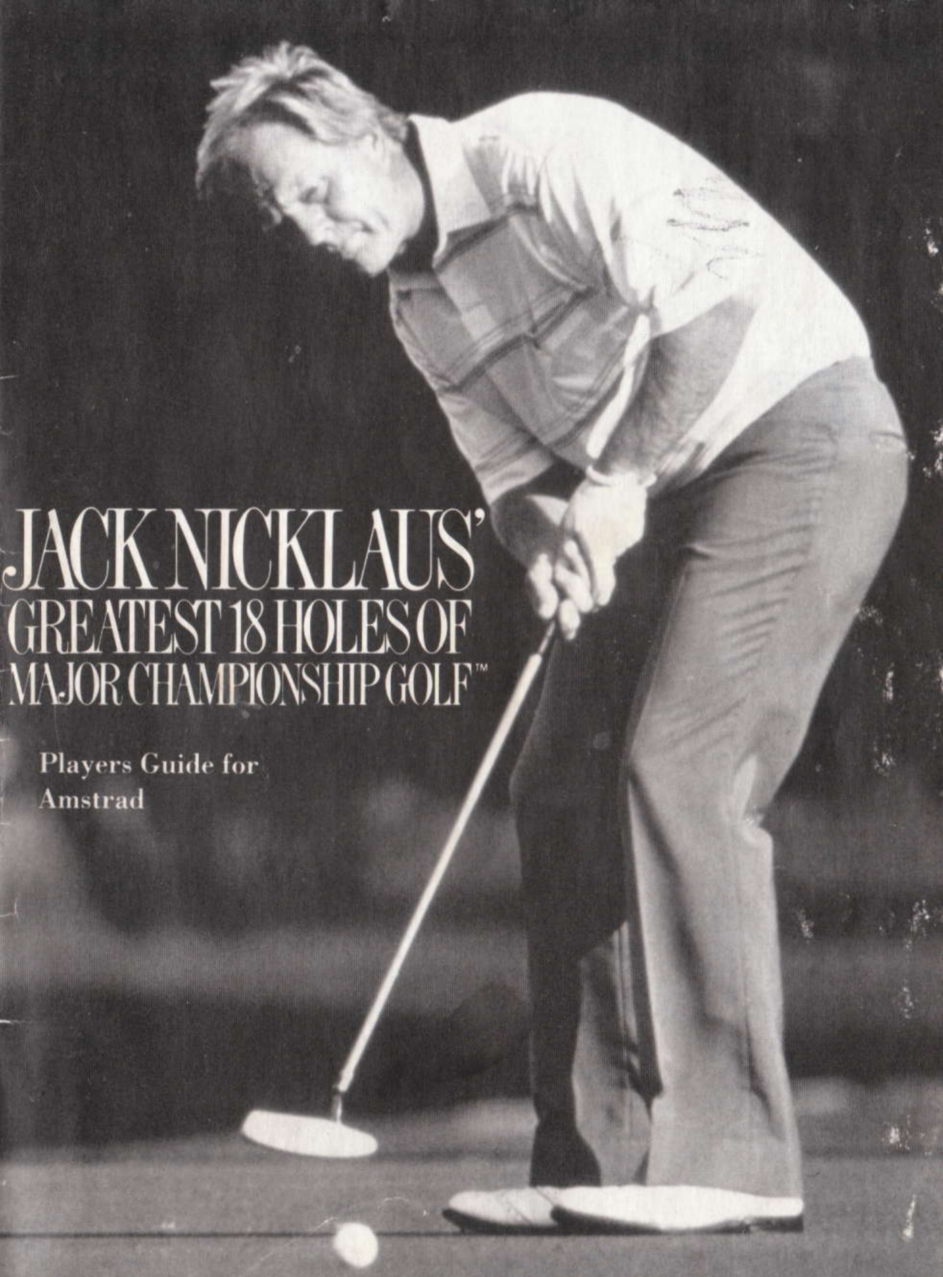


JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF™

Players Guide for Amstrad

Nicklaus

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Nicklaus

JACK NICKLAUS – Player of the Century

After dominating the game of golf for 30 years, Jack Nicklaus was voted *Player of the Century* in 1988. The selection was not based on opinion; the facts tell the story.

His talent — and dedication — was evident early on. He shot a 69 at age 13. He played his first U.S. OPEN at 17. At 19, he played in his first Masters, and won the first of his two U.S. Amateurs.

His record in the Major Championships — 21 victories and 19 second-place finishes — has created the standard by which others will always be judged. He's won the British Open 7 times, the Masters 6 times, the PGA 5 times and the U.S. OPEN 4 times. And at various times he's held or shared all eight scoring records for 18 and 72 holes in the majors.

His 271 total for the Masters is still unbroken. In 1980 he broke his own 72-hole record for the U.S. OPEN with 272. And in the 1977 British Open, Nicklaus was the first player to break 270 in any major tournament.

He's the only player to have won all four American majors (including the U.S. Amateur.) And he's the only golfer to have won five different majors.

And now, in addition to his unsurpassed record as a player, Nicklaus is well on his way to becoming one of the game's greatest golf course designers.

He has already designed 51 courses around the world, 17 more are under construction, and 24 are on the drawing board. Four of his layouts are prominent in GOLF magazine's listing of "The 100 Greatest Courses in the World."

Co-workers claim that Nicklaus brings the same levels of intensity, concentration and perfection to design that he brings to his golf. Each design comes with his personal guarantee of quality, so he maintains control over every aspect of these enormous projects.

His design hallmarks are variety and balance of holes, "visibility" — hazards in plain view that force golfers to weigh their options — and natural settings. That's why Nicklaus has chosen unique geographic areas — like the deserts of Arizona — where he can use creative solutions that integrate with the environment.

Good sources for more information about Jack Nicklaus include: Golf My Way, My Most Memorable Shots in the Majors, and Jack Nicklaus' Playing Lessons — all by Jack Nicklaus with Ken Bowden.

Nicklaus

The Courses that Jack Built

Jack's Greatest 18

The 18 holes from the U.S. and British Isles that Jack Nicklaus has selected as his favorite 18 holes of Major Championship Golf. The best holes of the best courses of the Big Four: Pebble Beach, St. Andrews, Riviera, Royal Lytham, Baltusrol, Merion, Muirfield, Oakmont and Augusta National. These are the winner-makers — the legendary tests of golf every great golfer must pass.

Castle Pines Golf Club — Castle Rock, Colorado

Carved out of the foothills to the majestic Colorado Rockies, this monumental layout was designed by Jack Nicklaus in 1981. Mountain vistas cloak a long and demanding test. Since 1986, it has been home to The International, a unique PGA tournament that features the Stableford Point System of scoring.

Golf Club at Desert Mountain (Cochise) — Scottsdale, Arizona

One of Jack's most intimidating creations. Literally sprouted from a great, natural desert in 1987, it possesses a "terrible" beauty — lush emerald fairways and greens bordered by treacherous wasteland. Its nickname — Cochise — is well-chosen. You need the heart of a warrior to challenge its island tees and greens.

Getting Started

To Play from Disk:

1. Turn on your computer.
2. At the Ready prompt, insert the Jack Nicklaus Program Disk, Side **A** up.
3. Type **RUN "GOLF"** and press **Return**.
4. After several title screens, you will be prompted to insert the disk containing the course you wish to play. Insert that disk, and press any key.

To Play from Cassette:

1. Turn on your computer and at the ready prompt, insert the Jack Nicklaus Program Cassette (Side **A** up) and press **Play** on your cassette recorder.
    - If you are playing with both a cassette and disk machine, first type **|TAPE** and press **Return**.
2. Type **RUN"** and follow the on-screen instructions.
3. After the title screens appear, you are asked if you wish to continue a saved game. Press **Y** or **N** depending on your choice.
4. When prompted to insert the cassette containing the course you wish to play, insert that cassette and press any key.

Nicklaus

Set Up Your Match

● Choose a Course

When prompted, find the disk or cassette which contains the course of your choice and insert it into the machine (label side up) according to the following instructions:

Disk 1, Side B	**Jack's Greatest 18**	**Tape 1, Side B**
Disk 2, Side A	**Castle Pines GC**	**Tape 2, Side A**
Disk 2, Side B	**Desert Mountain GC**	**Tape 2, Side B**

Then press any key. (Cassette players: it takes a bit of time for the course to load).

● Select Skins or Stroke Play

1. Use the arrow keys to highlight the number of players you want to have play in either the Skins or Stroke Play formats.
2. Press the space bar.

Skins

A game made popular in recent years by a special tournament that has pitted head-to-head: Jack Nicklaus, Gary Player, Arnold Palmer, Lee Trevino, and Fuzzy Zoeller. The rules are similar to Match Play — you have to win a hole outright (no ties) — but the betting system completely changes the objective. Instead of the most holes, you try to win the most money.

A dollar amount is assigned to each hole. Typically, the first six holes are worth one amount, the next six are worth twice that much, and the last six are triple the original prize. The best ball (lowest score on the hole) takes the prize.

If the hole is halved (two or more players tie for best ball) the money for that hole carries over to the next one. That means the money — and the tension — can add up fast. In one memorable Skins game, Gary Player had to roll in a 4-foot birdie to walk away with $170,000.

Stroke Play

In stroke play, most great players consider the golf course to be their opposition much more than their fellow competitors. That's because the goal is not to win holes (Match Play), or take the big money holes (Skins), but to shoot the lowest score over 18 holes. As Jack puts it: "Stroke play is an 18-hole game, but you can play it only *one shot at a time.*"



Select Your Players

You make five decisions about each player you choose for your match. For each decision:

- Use the arrow keys to highlight your decision
- Press the **space bar** to confirm it
- As you complete each player, highlight **To next player**, and press the **space bar**
- After your final selection, press **Enter** to go to the next screen

1 Player 1

2 Computer player Yes No

- Choose from five different computer players with varied skills. (Check the next section for complete descriptions)
- Use the left and right arrow keys to cycle through the players' names which appear in the Name Window
- Choose a name, press the **space bar**, and the player's skill level and tee position are automatically set

3 Name

- To create a new player, type the desired name (up to eight letters) and press the **space bar**

4 Skill

- **Beginner:** Wind conditions don't affect your shots as much, and your slices and hooks are less extreme. On each shot, your club is automatically selected for you
- **Expert:** Wind really comes into play, and hooks and slices are more extreme. In addition, you must select your club for each shot

5 Tee:	**Pro**	Farthest from the hole
	Men's	Far away, but not as far
	Ladies'	Closest to the hole

Who Are These Computer Players?

Jack N

The Golden Bear himself. Naturally, the Player of the Century plays at the expert level and hits from the pro tees. His shots are carefully planned, well executed and he hits the ball further than the posted distance for each club. Nicklaus is one of those rare golfers who almost always does exactly what he sets out to do.

Who Are These Computer Players? (continued)

Lars X

Calls himself Mr. X and likes to think of himself as an expert — which is why he drives from the pro tees. Has a tendency to hook drives and pull putts to the left.

Art M

Art's a weekend golfer who could use a little practice. His shots tend to be short but straight. And his putts tend to be long and off-line.

Eddie C

He's no Jack Nicklaus, but this guy's good. So good, in fact, he makes a living suckering players into a "friendly" game of skins. Naturally he plays at the expert level and drives from the pro tees.

Curly O

Curly just took up golfing this year and loves it. Problem is, he doesn't really play that well. He shoots from the men's tees and plays at the beginner's level. His slices could end up just about anywhere. So could his putts.

Select Prizes for Your Skins Game

You can choose to play **Championship Skins** — a $36,000 match with single hole prizes of $1,000, $2,000 and $3,000 for each set of 6 holes — or change the entire prize structure.

1. To play the existing game, highlight **Championship Skins** and press the **space bar.**
2. To alter the total wager, highlight **Change Total Prizes**, then press the **space bar.**
   - Type in the new total (not to exceed $9,999,999), and press the **space bar** again
   - Press **Enter**; new wagers are automatically assigned for each hole
3. To alter the prize for any hole, highlight **Change Hole Prizes,** then press the **space bar**.
   - Highlight the hole you want to change, and press the **space bar**
   - Type in the desired prize amount from the keyboard
   - Press **Enter**; the computer automatically recalculates the prize total for the entire course
4. Press **Enter** to continue

● Pick a Game Option — Practice or Play

Choose one of the following activities by entering its number:

1 Play a round

- 18 holes: 9 out and 9 in
- Press **Q** during a round to return to the Game Option screen.

2 Practice a hole

- Enter the number of the hole (1-18) you want to practice, and press **Enter**
- After you hole out, you automatically view the Scorecard and Statistics Sheet for that hole
- Press the **space bar** to return to the Practice or Play menu

3 Driving range

- Hit as many balls as you want with any club (except the putter)
- Keep your eye on the wind indicator; it may change after each shot (*see Wind, page 12*)
- Press **Q** to quit the driving range and return to the Practice or Play menu

4 Practice green

- Hone your stroke. Get the feel of lining up your putts, playing the break, and controlling the speed (*see Putting, page 14*)

Note: Computer players don't go to the driving range or practice green — they feel they're good enough already

5 Quit

- Answer the prompts (yes or no) to return to the Course Selection screen or to exit the game

Gameplay — Tee to Green

● Overhead Views of Each Hole

An overhead view of each hole appears before you tee off. It gives you basic data — course name, hole number, par, distance from each tee — as well as a detailed look at the layout.

1 Study the hole. Jack excels at this; so can you.

- Pay attention to the pin placement. It's random which changes the length and character of the hole every time you play it
- Analyze the potential hazards — doglegs, trees, water, traps, out of bounds, cart paths — then identify the optimum target areas for your shots

Overview Of Each Hole (continued)

- Jack puts it this way: "There is an *ideal route* for playing every golf hole ever built, and the more precisely you can identify it, the greater your chances for success"

2 Press the **space bar** when you're prepared to tee off.

3 Press the letter **O** anytime during the hole to return to this Overhead view.

A Tip From Jack...

The Overhead View can help you be a smarter Skins player because it shows you the relative locations of every ball that's played. Use it to compare your next shot to what your opponents must face. The information will tell you whether to play safe, or go for it.

"A definite time to be conservative in a Skins game is when your opponent, hitting first, finds serious trouble such as out-of-bounds," says Jack. "Swallow your pride and play it cozy. Conversely, if you're in trouble and he's obviously in A-1 shape, there's little to be lost by gambling."

Choose Your Clubs

1 Beginner

- A club is automatically selected for you on each shot from tee to green. It appears in the Club Selection box at the bottom right of your screen, along with the posted maximum distance for that club
- The computer calculates your yardage from the pin, then selects the club whose posted maximum distance (*see the Club Distance Chart on the back cover*) is closest to that yardage
- Be careful: The computer only takes distance into consideration — not wind, trees, rough or other conditions which can affect club selection
- You can override the computer's choice by using the Up and Down arrow keys to scroll through your bag of clubs:

Eight irons	(2-9)
Two fairway woods	(3-4)
One pitching wedge	(P-Wedge)
One sand wedge	(S-Wedge)
One Driver	

2 Expert

- You must select your own clubs for each shot; the Club Selection box defaults to the last club you used until you use the Up and Down arrow keys to pick another stick
- The computer automatically defaults to the Sand Wedge in the sand, the Putter on the green, and the Driver on the tee; but it won't default to the Driver off the tee
- Base your decision on the yardage to the pin — as shown on the bottom center of the screen — and other playing conditions such as wind, hazards, and rough
- Check the Club Selection Chart on the back cover page to see the maximum distance each club can be hit without overswinging (no yardage appears in the Club Selection box)
- If you don't select a club, the computer selects either the last club you used (except the Driver), or the Sand Wedge or Putter if you're in the sand or on the green.

A Tip From Jack...

Club selection is wide open in this game except for three exceptions: Your Driver can only be hit from the tee, your Putter can only be hit from the green, and the Sand Wedge can only be hit from a sand trap.

But before you select any club, prepare for your shot mentally. "Before every shot, *look hard* at what confronts you and then decide on a club and target," Jack says. "Identify the specific risks — out-of-bounds, water, bunker, heavy rough, wind, ground slope, pin placement — and weigh them against your capabilities."

Aiming Your Shots

Atop the Play screen, a small flagstick always indicates where the pin is located in relation to your position. (This is especially helpful on blind shots where hills or trees obstruct your view of the real flag.)

1. Use the Left and Right arrow keys to adjust the "Aiming Ball" to the left and right of the small flag.
2. Place the Aiming Ball directly over the flag if you want to aim your shot directly at the pin.
3. Place the ball to the left or right of the flag to compensate for wind conditions, obstructing hazards, hooks and slices, and for the break on putts.

Nicklaus

Changing Your Perspective

If you don't like the direction you're aiming toward — say a tree blocks your shot — you can change it:

1. Use the Left or Right arrow keys to slide the Aiming Ball past either of the two vertical pegs that bookend the top of the screen.
2. Slide it past the left peg: The screen automatically redraws and you now see what you would see if you had physically shifted your vision to the left.
3. Slide it past the right peg: It causes the same shift of perspective, but to the right.
4. If you want, you can continue to scroll right or left and see a 360° view of the hole from where you're standing.

A Tip From Jack...

This feature can be used anytime, but it's especially helpful between the tee and green when you're deciding whether to gamble or not gamble. It's often better to skirt trouble than to always aim for the pin on your approach shots.

It's usually higher handicappers who don't play away from obvious dangers — bunkers, trees, water, etc. "Unless you are forced by the competitive situation to gamble," Jack says. "I lean toward playing safe and moving on. It's paid off for me — especially on the tough courses used in major championships."

Swinging

The movement of the Power Bar on the left of the screen corresponds directly with your player's swing on screen. To control the swing, you control the Power Bar. And to control the Power Bar, you use the **space bar**. (You can also use the **Enter** key.)

Every shot requires three taps on the **space bar** to execute. The timing of the taps determines how hard and how straight you can hit the ball.

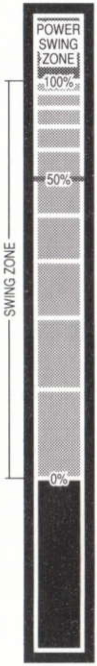
1. Press the **space bar** once to begin your backswing.
2. Press the **space bar** a second time to control the distance of your shot (and start your downswing).
3. Press the **space bar** a final time to strike the ball — and control how far left or right of straight you want to hit it.



"Swinging" the Power Bar

The middle section of the Power Bar — let's call it the Swing Zone — is divided into ten segments, each of which represents 10% of your club's potential distance (as determined by the Club Distance Chart on the back cover, and as shown in the Club Selection box).

Thus, the bottom line of the Swing Zone represents 0% or 0 distance; the top line represents 100%, or the maximum distance for each club as set by the computer; and the Half Line represents 50% or half that maximum distance.



A Sample Shot:

You're standing on the tee of a 300-yard hole, so you take your driver and you want to hit it full. A full driver means 250 yards in this game. You decide to hit it dead straight because that's the way the hole goes, and there's no offending wind or hazards.

1 Press the **space bar** to start your backswing; a color rises like mercury from the bottom of the Swing Zone towards the 100% line.

2 Watch the rise carefully. Try to press the **space bar** the moment it reaches the 100% line.
   - A triangular arrow to the left of the Power Bar indicates exactly where you make your tap
   - After the tap, the color descends, just like your backswing

3 To keep your shot straight on target (the flagstick), make your third tap on the "0" line.
   - Another arrow appears to mark your tap

4 If each tap is right on the button, your ball sails 250 yards straight down the fairway, and you're left with a 50-yard approach shot to the green.
   - The computer automatically tells you how far you hit your last shot

Controlling Your Distance

Of course, you don't hit every club full if you want to stay in bounds. Let's continue the sample hole to see how to control the distance of your shots.

You're 50 yards from the pin, so you select your Pitching Wedge (P-Wedge) because the chart says the Pitching Wedge can whack it 100 yards if you hit it full. But you don't want to hit it full; you want to hit half a wedge 50 yards:

Nicklaus

Controlling Your Distance (continued)

1 Press the **space bar** to start your swing.

- Notice that the color rises much more slowly with a wedge than it does with a Driver
- The smaller the club, the slower the rise — because for most humans smaller clubs (like the low irons) are easier to hit than big ones (Drivers and fairway woods)

2 Press the **space bar** the moment the rising color reaches the Half Line — that's 50% of the wedge's full distance (100 yards) or 50 yards.

- Remember that each line in the Swing Zone represents 10 percent of any club's posted maximum distance

3 As the color descends, make your final tap right on the bottom line of the Swing Zone to hit the ball straightaway.

The ball should loop gently 50 yards into the air then nestle onto the green — inches from the cup.

Overswinging and Underswinging

What happens if you don't make your second, or distance, tap directly on the 100% line of the Swing Zone?

1 If you make the second tap late — inside the Power Swing Zone — you over-swing.

- That means your shot can carry longer than the posted maximum distance of your club
- It also means that if you misjudge your third, or accuracy, tap, the resulting hook or slice is randomly exaggerated
- Notice that if you let the color rise to the very top of the Power Bar, you don't have to make a second tap on the **space bar** — the bar bounces off the top and descends on its own

2 If you're early on the second tap — beneath the 100% line of the Swing Zone — you underswing.

- That means the distance of your shot will be some percentage less than the full posted distance of your club
- How much less depends on how early you make your tap — the earlier the tap, the shorter your hit



A Tip From Jack...

Overswinging and underswinging are not necessarily bad. It depends on the situation. You have to underswing on some shots — for example, when you have a 6-foot putt and you're holding a putter with an 80-foot range. And accuracy isn't sacrificed by underswinging, just distance.

Overswinging's another story. It can really hurt you if you're not careful. It takes a perfect third tap to avoid a major slice or hook into serious trouble. Says Jack: "You'll hit the ball straighter and more solidly when you don't mentally pressure yourself to produce absolute perfection and "press" every club for its maximum distance. Take *one more club* than you think you need for every approach shot and swing normally."

On the other hand, a big hit sometimes offers the better golfer a fine opportunity to gain a competitive edge. "A perfect example is the 15th at Augusta National," says Jack. "Almost everyone cuts loose here because the reward can be a shot at the green with an iron for a two-putt birdie."

● Hooking and Slicing

If there's no wind and if you make your third, or accuracy, tap right on the bottom line of the Swing Zone, the ball should fly straight. But just as you can't hit every club full, it's unlikely that you can hit every shot straight. And sometimes you don't *want* to hit it straight.

1 How to hit a hook, so that it "draws" the ball to the left (for a right-handed golfer):

- After your second, or distance, tap, the color descends toward the bottom line of the Swing Zone
- Press the **space bar** *before* the color reaches the bottom line — in other words, swing early — and your shot hooks to the left
- How far it hooks depends upon how early you swing (the earlier the swing, the bigger the hook), and how hard you swing (if you overswing into the Power Swing Zone, the hook is randomly exaggerated)

2 How to hit a slice that "fades" the ball to the right (for a right-handed golfer):

- After your second, or distance, tap, the color descends toward the bottom line of the Swing Zone

Hooking and Slicing (continued)

- Press the **space bar** *after* the color reaches the bottom line — in other words, swing late — and your shot slices to the right
- How far it slices depends upon how late you swing (the later the swing, the bigger the slice), and how hard you swing (if you overswing into the Power Swing Zone, the slice is randomly exaggerated)

A Tip From Jack...

The "ability" to hook and slice can destroy a hole or an entire round, but with a little strategy, technique and practice they can give you a major advantage over your opponent.

"Let's say I'm playing a 5-iron shot to a green 80 feet wide with the pin centrally located," says Jack. "If I aim at the pin and attempt to hit straight, I have only 40 feet of green to work with if I hook or slice the shot.

"But by aiming, say 20 feet to the left or right of the pin and trying to face or draw the ball in toward it, I give myself a much greater margin for error. Now I can "miss" the shot by 40 feet and still keep the ball within 20 feet of the hole.

"That is the tactical reason good golfers rarely try to hit the ball dead straight. The technical reason is that a straight shot is much harder to keep repeating than a fade or draw."

Hazards and Course Conditions

Your swing isn't the only variable you have to consider (or overcome) when you're trying to hit the ball straight.

Wind

Technically not a hazard itself, wind can certainly help you find the legitimate ones in a hurry. The amount and direction of the wind that affects each shot is registered on a circular Wind Gauge at the lower left of your screen.

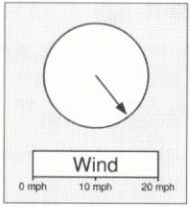
Wind Direction

- Imagine that you are standing in the center of the circle, facing straight ahead at the flagstick
- The line inside the circle is the wind

- Now imagine there's an arrow on that line aiming away from you — that's the direction the wind is blowing

Wind Speed

- A bar gauge labeled **WIND** — below the direction circle — tells you how hard the wind is blowing
- The indicator is a colored bar (red on most systems) that slides from left to right on the gauge: 0 mph on the left, 10 mph in the center, 20 mph on the right



A Tip From Jack...

"You need intelligence and patience to play well in wind," Jack says, " but most of all you need a strong sense of realism and sure emotional control. Par climbs for all golfers along with wind force."

Tailwinds

A following wind makes it harder to stop the ball in the fairway or on the green, so club yourself accordingly. Jack: "I take one or two clubs less than the distance would normally require and *hit hard.* Don't ever "baby" a shot when you want height — give it a good, solid whack."

Headwinds

Obviously, you need to compensate for a strong headwind by swinging harder or using more club. "Your goal any time you're firing dead into a strong wind," says Jack, "should be a low, boring flight. To minimize soaring you must minimize backspin, and you'll do that most effectively by playing the ball from right to left, rather than straight or from left to right."

Crosswinds

Jack: "You have two options whenever the wind is fully or partially across the line of a shot. One is to hook or slice against the direction of the wind, thus "holding" the ball more or less straight. The other option is simply to aim as much off the direct line as you think the wind will move the ball and play your normal shot, allowing the ball to be blown back to the target."

Nicklaus

● Rough

Use more club or more power to hit out of the longer, thicker grass that borders the manicured fairways.

● Sand Traps

Like the rough, you need more power or more club to get distance from a fairway bunker.

● Water and Out-of-Bounds

Hitting into the water costs you a one-stroke penalty, and the computer gives you the option of hitting the ball again from the same location or dropping the ball near the water (but no closer to the hole).

Out-of-Bounds comes into play often on all three courses and it, too, costs you one stroke.

● Cart Path

It depends on the situation whether or not a cart path is hazardous or not. The ball bounces higher and farther off of it, which may be desirable on a trouble-free drive. But on some shots, the carom can carry you right Out-of-Bounds.

Putting

You can only hit the putter on greens, and you use the same technique to aim and stroke a putt as you use to hit any club.

● Aiming and Stroking

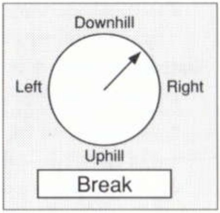
1. Imagine an invisible straight line that connects your ball, the hole, and the Aiming Ball at the top of the screen.
2. Use the Right and Left arrow keys to move the Aiming Ball onto the end of that imaginary line.
3. Use the three-tap procedure on the Power Bar to control the distance and direction of your stroke.
   - Remember that the maximum distance on your Putter is 80 feet, thus every segment on the Power Bar represents 8 feet

Reading the Break

Unfortunately, many greens aren't flat, so your putts won't always go straight. To find out how much a putt is going to break right or left, or if you're putting uphill or downhill, check the Break Indicator. It's in the same location as the Wind Gauge and operates in a similar way.

Right, Left, Uphill, Downhill?

1 Imagine that the line in the circle has an arrow on it pointing outwards — that's the direction that the putt will break (right or left) if you're aiming directly at the hole.
   - If there's no line, there's no break



2 If the arrow points due south as on a compass, that means that the putt is uphill and has no break.
   - Uphill putts are slow; make a firm stroke

3 If the arrow points due north, the putt is straight downhill
   - Downhill putts are fast; ease up on that mallet

4 If the line points, say, northeast, that means your putt is uphill *and* it breaks to the right. Compensate for both factors

How much does it break?

- A bar gauge labeled **BREAK** — below the direction circle — tells you the intensity of a putt's break
- The indicator is a colored bar (red on most systems) that slides from left to right on the gauge: If at the far left (no color), the break is virtually non-existent; if at the far right, you have a major break

A Tip From Jack...

"The amount any putt breaks depends on its speed," says Jack. "The harder you hit it, the less the break will alter its course. This is good to remember, especially on short putts when you're under pressure. The greater the pressure you're under, the better off you are playing boldly rather than cutely on "must" short putts."

Nicklaus

The Scorecard and Statistics

The Scorecard and Statistics Sheet appear consecutively after each hole. To view the Scorecard in the middle of a round, press **C.** For the Statistics Screen, press **S.**

The Scorecard changes for each format:

Stroke Play Scorecard

- Shows the hole score and aggregate score for each player, as well as the par for each hole, each nine, and the course

Skins Game Scorecard

- Indicates the winner of each hole, how much money is won on each hole, and the total money earned for each player

Statistics Screen (the same for both formats)

- Longest drive (in yards) and the yardage of your last drive
- Closest ball to the pin (in feet, if you hit the green in regulation)
- # of Fairways hit (only on par 4 and 5 tee shots)
- # of Greens hit (only on par 3 tee shots)
- Putts taken
- Birdies and Eagles made

Strategy

- Be as accurate as you can on your second, or distance, tap on the Power Bar. If you go past your target, your shot will be long
- Keep your eyes on the Power Bar (but watch other players when they're hitting — the graphics are great)
- Use an iron, not a wood, when hitting from the sand or rough
- If you're shooting from light rough, take one club more than you normally use. From heavy rough, take two more clubs
- It's not easy, but you can beat the computer Jack Nicklaus. One advantage you have over him is that you can hit the ball longer than he does (that's all we're going to tell you)
- Putting: remember that the break indicator only tells you the direction of the break when you aim directly at the hole. If you hit the ball too far, or to the right or left, the slope of the green — and hence the break — will change

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Club Selection Chart

	DISTANCE	
CLUB	**MEN'S**	**LADIES'**
Driver	250 yards	225 yards
3 Wood	235 yards	211 yards
4 Wood	220 yards	198 yards
2 Iron	207 yards	186 yards
3 Iron	195 yards	175 yards
4 Iron	185 yards	166 yards
5 Iron	173 yards	155 yards
6 Iron	155 yards	139 yards
7 Iron	143 yards	128 yards
8 Iron	130 yards	117 yards
9 Iron	112 yards	100 yards
P-wedge	100 yards	90 yards
S-wedge	80 yards	72 yards
Putter	80 feet	80 feet

NOTE: These distances are calculated under near perfect conditions. No wind, rough, slopes or hills. When you choose your clubs, be sure to compensate for all environmental factors.

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